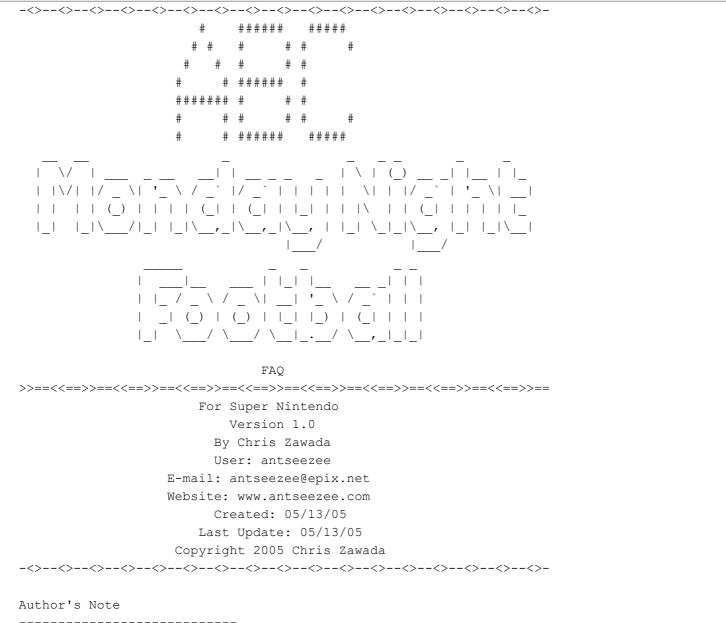
ABC's Monday Night Football FAQ

by antseezee

Updated to v1.0 on May 13, 2005



When you're rock solid into the NFL season, and you want to sit back on a Monday night, ABC's Monday Night Football was always the choice to go. Always on at primetime 9:00 EST, nearly half of everyone in America was watching the exciting matchups pursue between various teams. That's why a small developer called ABC Sports decided to represent their own football game for the ever-so popular SNES system. While the game itself is lacking, one can say ABC Sports tried their best to emulate a good football game on the SNES. This guide will go over the basics, talk about the teams, and provide small strategies to enhance your skills at this title. Are you ready to hike the ball to victory, or will you crumble on a playaction rollout to defeat?

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=05/13/05 = v1.0

Finished the FAQ. It was hilarious going through each of the made-up teams, and looking at the various logos. The Denver Snowmen & Seattle Leaves made me laught the most.

=05/13/05 = v1.0

Started the FAQ. Hoping to finish it by tonight. Game is small, few options.

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- 1) Introduction -

Boy the 16-bit era was quite lackluster when it came to sports games, especially the NFL. Unlike modern titles which can easily surpass the gameplay with enhanced graphics, in-depth AI, and what not, only Madden seemed to be a smart choice for the SNES. ABC Sports, a company that attempted to emulate many sports shows which ABC hosted, gave their own shot at creating a football game based off of their highly successful Monday Night Football show. Unfortunately, the game itself is quite below standards of an acceptable 16-bit football game.

For starters, ABC Monday Night Football plays more like an arcade experience, similar to Tecmo Bowl, except nowhere near the quality or controls to support the basis. Playbooks are disgusting, as you can only select from 10 different plays, most of which are just mixed-up routes, or changed running patterns. The graphics are pale, uninspired, and no details transpire between different teams except for palette changes. The worst part has to be the entire corny representation of the game. Players almost always get knocked back about three yards because of a ferocious tackle by a 180 pound cornerback. The AI seemingly has impossible speeds and always catches you on the fast break after a catch. No matter what you do, the game has imbalances, sluggish controls, and most of all, no sense of realism which ruins the experience. Nonetheless, a few extra options are tossed in to please the crowds, but nothing worthy of mention. This is what ABC Monday Night Football represents. Pure nonsense.

Players: 1-2 Developer: ABC Sports Released: 1993 Rarity: fairly rare Special Features: Internal Battery, Custom Teams Cover Art on cartridge: - Shows a Quarterback grasping a football with both hands - 2) Game Basics _____ The SNES controller fits fairly well to the entire football theme. Most of your primary functions are set to the four main buttons, and there's no real worry about pressing side triggers unless you want to look unique when chasing someone. For the most part, it comes down to reaction and turning times. KEY representation for each button: Y = Y button (pink) X = X button (pink) B = B button (dark purple) A = A button (dark purple) L = L button (gray, top left) R = R button (gray, top right) Control Pad = directional pad (black) START = start button (black)) SELECT = select button (black) /Menu Controls/ -=-=-=-=-=-= START - advances through most menus A - rejects selection B - confirms selection Control Pad - navigates through menus /Offensive Controls/ -=-=-=-=-=-= --- PASSING ---

B - hikes the ball

X/Y/A - passes to either selected option

Control Pad - moves character around

--- RUNNING ---

Y - dives

L/R - performs left/right spin move

B - tapping causes turbo speed

/Defensive Controls/

-=-=-=-=-=

B/A - rotates between various players, pre-snap

Y - leaps in air for interception/tackle

B - tapping causes turbo speed

/Special Teams Controls/

B - tapping causes kicking power increase

/Playcalling/

-=-=-=-=-=-=

Control Pad or X/Y/A/B - selects play on screen, refer to highlighted buttons START - brings up side menu to be able to punt, kick field goals, or call timeouts - important function

/Menu Options/

-=-=-=-=-=

ABC Monday Night Football has several options you can choose from. This section will briefly discuss each of them.

::"+\ REGULAR SEASON /+"::

This option let's you create your own custom season where you play through as one team on their voyage for the Superbowl. Newspaper headlines mark down your progress as you go week by week. Some other additional options are exposed when selecting this choice:

- >> TEAM SELECT Pick your team to play as for the season
- >> RENAME OPTION Allows you to go through and rename teams or players.

 The great thing about this option is that you can place some of the new teams in a league, but you'll still only have a limit of 28 teams. The game has default rosters with made-up players, since the title doesn't have an NFL license. Save it to the data cartridge.
- >> CUSTOM TEAM Let's you make your own custom team to enter a season with. Here's how the process works:
 - 1) Playing Style: Strong Offense (high Off. ratings)
 - Strong Defense (high Def. ratings)
 - Fast (high Spd. ratings)
 - Powerful (high Str. ratings)
 - Balanced (mixed ratings)
 - All-Star Team (overrated ratings)
 - 2) Conference: Various branches of NFL, each one has your competition, so choose carefully.
 - 3) Player Names: Edit or stick with default names.
 - The new custom team is then entered as your own.
- >> TEAM DATA Let's you view the data of all the teams in the league.

::"+\ PRE SEASON /+"::

This option let's you play an exhibition game which does not count at all.

::"+\ 1P VS 2P /+"::

This option allows you to enter head-to-head mode, where you can compete against another human player. Unfortunately, two players cannot play on the same team, eliminating the co-operative option.

```
::"+\ RANKING /+"::
```

Let's you go over some of your old stats, or accumulated stats during a season. High scores are obtained from completing games in elegant fashions, or the best possible scores you've acquired.

```
::"+\ PLAY BOOK /+"::
```

This is more of a customization option. Since there are only 10 plays in the game, all it let's you do is reassign the controls to selecting each play during the playcalling screen. Sort of a letdown if you ask me.

```
::"+\ OTHER OPTIONS /+"::
```

Let's you edit the Sound controls, view the Credits, or simply view 2 saved replays (which the game does automatically, if you complete a play of 30+ yards for a gain). Old replays are overwritten if a new one is saved.

- 3) Team Profiles -

This section will discuss each of the default teams in the game, based on their ratings, and the overall impression. Remember, ABC Monday Night Football doesn't have an NFL license, which means most of the players are made up, but representative of what the teams "would have" been in real life.

/Buffalo Wings/

-=-=-=-=-=

[Offense: ***
[Defense: ***
[Overall: ***

- A few star players at key positions, but then lacking at other positions. This team seems to even itself out with all of the players.

/Indianapolis Rays/

-=-=-=-=-=

[Offense: ***
[Defense: **
[Overall: **

- A nice offensive line and runningback, but their quarterback is horrible. Their defense is lackluster at best.

```
/Miami Sharks/
```

-=-=-=-=

[Offense: ****
[Defense: ***
[Overall: ****

- Great offensive line, awesome QB (probably a Marino lookalike), and talent in the O-core makes them a powerhouse. Their defense is above average at best.

```
/New England Snakes/
```

-=-=-=-=-=

```
[ Offense: **
  [ Defense: **
  [ Overall: **
- Offense is fairly bad with no key talent, and their secondary is horrible.
However, they have a great run-stopping core, but nowhere near championship
stakes.
/New York Jets/
-=-=-=-
  [ Offense: ****
  [ Defense: ****
  [ Overall: *****
- What a great overall defense with excellent players in every category. Their
offense is albeit above average, thanks to the line and receivers. This is the
best team in the game.
/Cincinnati Dragons/
-=-=-=-=-=-=
  [ Offense: **
  [ Defense: *
  [ Overall: *
- Of course, my favorite team in real life for the past six years turns out to
be horrible in this game. Defense is one of the worst I've seen, and the
offense is manageable, but with a poor QB. At least they have a cool name.
/Cleveland Knights/
-=-=-
  [ Offense: *
  [ Defense: **
  [ Overall: *
- In similar status to Cincinnati, the Knights which have just expanded, have a
horrible offense, especially the offensive line. Their defense can cough up a
few stops here and there.
/Houston Stars/
-=-=-=-
  [ Offense: ***
  [ Defense: **
  [ Overall: **
- Have great players in key roles for offense, especially on the line, but
their defense doesn't have one excellent player. Not looking forward to playing
with them.
/Pittsburgh Diamonds/
-----
  [ Offense: ****
  [ Defense: ***
  [ Overall: ***
- Probably one of the better offensive lines in the game, mixed with a mediocre
```

defense makes the Steelers a nice smashmouth team. Still nothing to force them

/Denver Snowmen/

over the hump.

```
[ Defense: ***
 [ Overall: **
- This team is all about being average. They have an excellent running game and
linebackers to support that, but lack the true playmaker to push through.
Besides, they have hilarious uniforms.
/Kansas City Swirls/
-=-=-=-=-=
 [ Offense: **
 [ Defense: ***
 [ Overall: **
- A fairly mediocre offense, and spotty defense only makes them shine at
certain times. No real offensive playmaker makes them a huge turnoff.
/Anaheim Pirates/
-=-=-=-=-=-=
 [ Offense: **
 [ Defense: **
 [ Overall: **
- Sadly enough, this expansion team holds nothing worthy of being played. No
playmakers, a fairly bad defense, and non-supported offensive line gives them
no leverage on key downs.
/San Diego Comets/
-=-=-=-
 [ Offense: ***
 [ Defense: ***
 [ Overall: ***
- Surprisingly, this small Californian team has a great quarterback, a few key
offensive linemen, and even an above average defense to help create an overall
sense of balance. Probably the second most balanced team in the game.
/Seattle Leaves/
-=-=-=-=-=-=
 [ Offense: *
 [ Defense: **
 [ Overall: ***
- Talk about a horrible offense; hardly any support of any kind. Not even the
offensive line has any holds barred. The defense is alright, but lousy when it
comes to making the big plays.
/Washington Eagles/
-=-=-=-=
 [ Offense: ***
 [ Defense: **
  [ Overall: ***
- Their offense has a few playmakers in pass receiving situations, but no true
stars. The defense is nothing to showboat, hence why this powerteam is taking a
dive.
```

[Offense: ***

/New Jersey Torches/

- This team is absolutely amazing when it comes to offense. They have a star quarterback, a great offensive line with an awesome tight end, and even some capable receivers/runningbacks. The defense also has key components in each category with special teams to back it up!

/Philadelphia Bells/
----[Offense: ***
[Defense: ***
[Overall: ***

- Awesome offensive line, and great QB, but no offensive production otherwise. The defense is fairly weak as well, although the ratings tend to not represent it fully.

/Phoenix Lightning/ ------[Offense: *** [Defense: *** [Overall: ****

- A good offense with capable players, and a good overall defense is what I enjoy about this team. They're balanced in every aspect, and don't seem to have any weaknesses, giving them a boost in overall rating. Nice solid choice.

/Dallas Dollars/
-----[Offense: ***
[Defense: ****
[Overall: ****

- Probably the best linebacker core in the game, combined with solid backups behind them. Their offense is led by a star QB, even though it has mediocre letdowns here and there.

/Chicago Waves/

[Offense: **
[Defense: ***
[Overall: ***

- A truly average offense with a somewhat hard-nosed, stellar defense makes them a nice choice for season mode. However, I would not expect much to derive from them in an overall sense.

/Detroit Cogs/

-=-=-=

[Offense: ****
[Defense: ***
[Overall: ***

- Led by a strong QB, a decent WR, and a mediocre O-line, you can expect some potential out of this team. Their defense has key players as well, which makes them a nice choice too. Very above average in my book.

/Green Bay Chargers/ -=-=-=-=-= [Offense: **** [Defense: ** [Overall: *** - A potent offense with a star QB and above average line makes them capable in passing downs. The letdown is that their defense has holes in every category, despite having superstars to counter those poor ratings. /Minnesota Feathers/ -=-=-=-=-=-= [Offense: **** [Defense: *** [Overall: **** - Minnesota has great runners, great catchers, a great line, and an OK QB. Their defense is also mediocre with average players and a few key additions tossed in. No standouts though to make them a superbowl competitor. /Tampa Bay Alligators/

/Tampa Bay Alligators/
----[Offense: **

[Defense: ****
[Overall: ****

- For the most part, their offense is lacking. No star players and no upbeat tone prevents them from true greatness. However, their awesome defense can make them a competitor against some of the better teams, and a great underdog choice.

[Defense: *
[Overall: ***

- A great offense led by a poor QB deflates the rating. Their defense is fairly bad, with only 2-3 excellent players overall, and the rest being below average. The golden days are over in this shiny place.

/Los Angeles Storms/

-=-=-=-=-=

[Offense: **
[Defense: ***
[Overall: **

- A fairly sad offense, mixed in with an inconsistent defense gets no mercy from me. Despite the letdowns, I'm sure they can compete to an extent.

/New Orleans Scythes/

-=-=-=-=-=

[Offense: ***
[Defense: **
[Overall: **

- A great passing attack led by an excellent QB/WR combo, but their running game is horrible. They also have a potent lack of defense which means they'll be giving up big plays. Not quite as mobile as you'd think.

/Atlanta Dinosaurs/ ----[Offense: ***

[Defense: ***
[Overall: ***

- Another fairly average team. The Dinosaurs are led by an alright offense, with a mix of skill players. The defense is also fairly good, with inconsistencies throughout the lineup. Not much more you can do.

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- 4) Strategies -
```

Different sports games react different ways. In certain cases, there may be a certain AI exploit that seems to work every time, or some loophole that you can manifest to your own benefit. Either way, the difficulty of ABC's Monday Night Football is fairly limited. This section will describe a few brief strategies to exploit in the game.

/Offense/

-=-=-=-=-=-=

Running the ball in this game is a waste of time in my opinion. Most of the time you'll get cheaply AI tackled, run from behind, or force a boring game to pursue. Your best selection in my opinion is to go with the deep passing plays, and understand where each of the routes are. They should align left to right along the controller, from Y, to X, to A.

- About 70% of the time I call pass plays. Defense is so pathetic in this game because all you or the CPU can do is call a pass or run defense play. It's a 50/50 heads up draw on leaving someone open. In a sense, it plays similar to Tecmo Super Bowl (for those who have played the game on the NES), meaning you can easily win on pass attempts as opposed to running the ball in consistent situations. Try calling the plays where your wide receivers run straight up the sidelines (streaks), post patterns, and understand where the short crossing routes are.
- If the CPU does call a deep pass defense play, you'll notice the DBs on both sides retreat to the outside lanes, like this:

```
CB FS SS CB - Now is the perfect opportunity to hit your crossing 

| Here \ | pattern. If you notice the defenders bump your receivers, 

| \ \ | and leave them wide open, bomb it deep.

WR WR WR
```

- I noticed you have a 66% chance of catching the ball when in wide open stance. The skill of the player increases/decreases the chance of catching it as well. Basically, the player will do two things, either leap catch it, or turn around and make a quick catch. Sometimes they will bobble catch, or tip it (in which case you should be careful). Often when your receiver tips it (but does not catch it), there's a higher % of an interception. For running the ball, simply find the opening, and stay out of diagonal paths of defenders. There's a delayed reaction time on defenders after a running play is executed, especially if the CPU chose a pass defense. I personally dislike running the ball.
- SACKS: Be careful. The CPU has a nifty way of doing 2-3 yard dive leaps for sacks. Mobility is slow for QBs in this game, so launch it when you notice an open defender charging at your quarterback.

- Since there are no penalties, never throw where a receiver gets knocked down, or falls down. The pass will usually sail WAY overhead of the designated target. Always go for the open man.

/Defense/

-=-=-=-=-=

Since passing the ball in this game is such a profitable equation, all I do is run "passing defenses" the entire game. I may mix it up with an occasional run-stopping play on short yardage situations, but there's no reason not to play it safe. Pass defense-based plays cover the wide receivers, and you alone can defend against the run.

- To stop the run, press A or B to switch between players until you get the innermost players in the secondary (they're usually your safeties). Now, with the SS (one on the right side), simply pull him down if it's a running play. Make use of the speed boost (tap B repeatedly), and then do a dive tackle when you're close. The CPU is fairly evasive, as they'll do quick turns, as opposed to power spins.
- To stop the pass, get control of a defender where the pass is going, and dive tackle the receiver out. Thankfully, penalties in this game seem to be nonexistent! You can pass interfere all you want. It's a shame the game was so primitive. Trying to get interceptions is difficult, but can be done manually. Hit Y when you're right below the ball, and your play should leap up for the catch.

/Special Teams/

-=-=-=-=

Special Teams really have no specific focus. For kicking power on kickoffs, field goals, or punts, tap the B button repeatedly. A turbo controller truly is one of the few ways to max the power, unless you have an excellent rating on one of your special teams' players.

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- 5) Codes -

Unfortunately, it appears there are no official cheats, codes, or passwords one can input to expand the gaming experience. Sadly enough, I probably wouldn't want to try any of these codes considering the game was disappointing. You can't even change the quarter times on game. Simply too stale.

- 6) Common Questions -
-)) Gameplay ((
- << How does this compare to other football games on the SNES? >>
- It's horrible, plain and simple. It deserves at most a [3/10] for a few simple reasons. For starters, the presentation of the game is disappointing. Despite this being created in 1993, it lacks detail of any sort, especially

distinguishment between players on the field. Sound effects are mainly arcadish style grunts and moans. I'm not sure if they were going for a humorous approach or what, but tackles, interceptions, and even passes are exaggerated beyond belief. Fan reactions are displayed after every play, and the sluggish play slows down the game beyond belief. While the idea of customizing your own teams and what not adds the replayability factor, the basic gameplay elements are not there! This simply is one of the more worse NFL football games for the SNES.

- << Are there any other versions of this game available? >>
- Actually yes. I have no idea as to how they play, since both of them were released in 96' and 98' for the PC. Both games were under different developers too, which could mean different results. Hopefully they changed the gameplan formula a bit.
- << Why are the team and players names different than the NFL from that time? >>
- This game does not have a licensed NFL Players' Association agreement to allow official team names and real player names in the game. Because of this, the names are made up, along with fictitious logos on the actual city names. At least my Bengals are called the Cincinnati Dragons awesome.
- << Where did you get the team names from? >>
- I made them up since I did not own the instructions manual, but could easily see the logos on each of the teams' helmets. I'm sure you understand.

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- 7) Copyright/Distribution/Reproduction Guidelines -

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This is a list of the current known sites that host my FAQs:

- http://www.gamefaqs.com/
- http://www.ign.com/
- https://www.neoseeker.com/
- http://www.cheatcc.com/
- http://www.cheatplanet.com/

- 8) Proper Credit -

I'd like to thank the following people for their help in making this FAQ possible:

)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life

to it. Takes a lot of effort to keep a site going this long.

-)) ABC Sports ((for trying your best at creating a useful football game, which turned out to be a splat against the wall. Hey, look at this way. You're one of the many developers who failed at sports games during the 16-bit era.
 - "Some people make sacrifices to make other people happy." Chris Zawada "Frreeeeeeeeddddddoooooooommmmmmmmm!!!" William Wallace, Braveheart
 - I'd like to give out a shabooyah to my favorite Cincinnati Bengals, who are destined to continue riding on each year. They only keep getting better and better.

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